CLIENT *21*

CLIENT *22*

NETWORK *20*

23

39

VIDEO FILE SERVER *24*

DATA STORAGE SYSTEM *26*

STREAM SERVER COMPUTER *25*

STORAGE CONTROLLER *35*

CACHE MEMORY *36*

DATA STORAGE *34*

MPEG-2 FILE *33*

MPEG-2 FILE *32*

REDUCED QUALITY MPEG FILES *37*

STREAM SERVER PROCESSOR *27*

NETWORK LINK ADAPTER *28*

STREAM SERVER MEMORY *30*

CLIENT PLAY LISTS *31*

DATA STREAMING PROGRAM *29*

MPEG SCALING PROGRAM *38*

MPEG SPLICING PROGRAM *40*

Fig. 1

Fig. 2

CLIENT SERVICING

50 REAL-TIME STREAMING ? ──NO──▶ 51 INPUT NEW MPEG-2 FILE ? ──NO──▶ 53 PLAY LIST EDITING ? ──NO──▶

51 INPUT NEW MPEG-2 FILE ? ──YES──▶ 52 INPUT NEW MPEG-2 FILE AND CREATE REDUCED-QUALITY MPEG FILE AS AVAILABLE RESOURCES PERMIT

53 PLAY LIST EDITING ? ──YES──▶ 54 BROWSE THROUGH REDUCED-QUALITY MPEG FILE TO SELECT IN-POINTS AND OUT-POINTS OF CLIPS TO BE SPLICED

50 REAL-TIME STREAMING ? ──YES──▶ 55 NETWORK CONGESTION ?

55 NETWORK CONGESTION ? ──YES──▶

55 NETWORK CONGESTION ? ──NO──▶ 57 REDUCED QUALITY REQUESTED ?

57 REDUCED QUALITY REQUESTED ? ──YES──▶ 56 STREAM COMPRESSED VIDEO FROM REDUCED QUALITY MPEG FILE

57 REDUCED QUALITY REQUESTED ? ──NO──▶ 58 TRICK MODE REQUESTED ?

58 TRICK MODE REQUESTED ? ──YES──▶ 59 LOW SPEED-UP ?

58 TRICK MODE REQUESTED ? ──NO──▶ 63 STREAM ORIGINAL QUALITY MPEG-2 CODED VIDEO

59 LOW SPEED-UP ? ──YES──▶ 60 STREAM ORIGINAL QUALITY I-FRAMES AND 3 FREEZE FRAMES PER I-FRAME

59 LOW SPEED-UP ? ──NO──▶ 61 SELECT 1 OR 2 FREEZE FRAMES PER I-FRAME FOR DESIRED SPEED-UP

62 STREAM REDUCED-QUALITY I-FRAMES AND INSERTED FREEZE FRAMES

MPEG SPLICING

INPUT DESIRED END FRAME OF FIRST CLIP AND DESIRED START FRAME OF SECOND CLIP — 121

FIND CLOSEST I FRAME PRECEDING DESIRED START FRAME TO BE THE IN-POINT FOR SPLICING — 122

ADJUST CONTENT OF THE FIRST CLIP NEAR THE END FRAME OF THE FIRST CLIP AND ADJUST CONTENT OF THE SECOND CLIP NEAR THE IN POINT IN ORDER TO REDUCE PRESENTATION DISCONTINUITY AND PREVENT DECODER BUFFER OVERFLOW WHEN DECODING THE SPLICED MPEG STREAM — 123

RE-FORMATTING INCLUDING RE-STAMPING OF PTS, DTS AND PCR'S FOR AUDIO AND VIDEO — 124

END

Fig. 3

HASH TABLE 300		HASH LISTS		301	
0	1	CINDEX	X X X X	X X X X	X · · · X
1	0	X X X X	X X X X	X X X X	X · · · X
2	0	X X X X	X X X X	X X X X	X · · · X
:	3	CINDEX	CINDEX	CINDEX	X · · · X
:	2	CINDEX	CINDEX	X X X X	X · · · X
	0	X X X X	X X X X	X X X X	X · · · X
	1	CINDEX	X X X X	X X X X	X · · · X
2^M-1	0	X X X X	X X X X	X X X X	X · · · X

Fig. 18

SEAMLESS VIDEO SPLICING

ANCHOR THE FIRST DTS OF THE SECOND CLIP
AT ONE FRAME INTERVAL LATER THAN THE
LAST DTS OF THE FIRST CLIP TO PREVENT
VIDEO DECODING DISCONTINUITY

141

141

142

DOES
THE PCR
EXTRAPOLATED TO
THE BEGINNING FRAME OF THE
SECOND CLIP FALL JUST
AFTER THE ENDING
TIME OF THE FIRST
CLIP
?

YES

NO

143

ADJUST THE CONTENT OF THE
FIRST CLIP SO THAT THE PCR
EXTRAPOLATED TO THE
BEGINNING FRAME OF THE
SECOND CLIP FALLS JUST
AFTER THE ENDING TIME OF
THE FIRST CLIP

END

Fig. 4

```
                    ┌──────────────────────┐
                    │    VIDEO SPLICING     │
                    └──────────────────────┘
                               │
                               ▼
   ┌──────────────────────────────────────────────────┐
   │ DETERMINE THE LAST DTS/PTS OF THE FIRST CLIP      │── 151
   │            ( $DTS_{L1}$ )                         │
   └──────────────────────────────────────────────────┘
                               │
                               ▼
     ┌──────────────────────────────────────────────┐
     │ DETERMINE THE TIME OF ARRIVAL ( $T_e$ )        │── 152
     │ OF THE LAST BYTE OF THE FIRST CLIP             │
     └──────────────────────────────────────────────┘
                               │
                               ▼
      ┌──────────────────────────────────────────────┐
      │ ADD ONE FRAME INTERVAL TO  $DTS_{L1}$          │
      │ TO FIND THE DESIRED FIRST DTS                  │── 153
      │ LOCATION FOR THE SECOND CLIP                   │
      │ ( $DTS_{F1} = DTS_{L1} + 1/FR$ )               │
      └──────────────────────────────────────────────┘
                               │
                               ▼
   ┌──────────────────────────────────────────────────┐
   │ KEEPING THE DTS-PCRe RELATION UNALTERED            │
   │ FOR THE SECOND CLIP, FIND THE TIME INSTANT         │
   │ Ts AT WHICH THE FIRST BYTE OF THE SECOND           │
   │ CLIP SHOULD ARRIVE                                 │── 154
   │ ( $T_{START} = DTS_{F2} - PCR_{e2}$ )              │
   │ ( $T_S = DTS_{F1} - T_{START}$ )                   │
   └──────────────────────────────────────────────────┘
                               │
                               ▼
                            ┌─────┐
                            │  B  │
                            └─────┘
```

Fig. 5

B

Fig. 6

155

IS

$T_S = T_e + \dfrac{8}{\text{BIT RATE}}$

?

YES (left branch)

NO

156

IS

$T_S < T_e + \dfrac{8}{\text{BIT RATE}}$

?

NO →

157

INSERT NULL TS PACKETS TO COMPENSATE FOR THE GAP BETWEEN T_e AND Ts

$$G_r = \frac{(T_S - T_e)(\text{BIT RATE})}{8} - 1$$

YES

158

OPEN UP A CERTAIN AMOUNT OF SPACE IN THE FIRST CLIP TO ACHIEVE

$$T_S = T_e + \frac{8}{\text{BIT RATE}}$$

THE NUMBER OF BYTES TO DROP IS

$$1 + \frac{(T_e - T_S)(\text{BIT RATE})}{8}$$

IF POSSIBLE, REMOVE NULL PACKETS TO DROP THE BYTES, OTHERWISE, REPLACE ONE OR MORE FRAMES AT THE END OF THE FIRST CLIP WITH CORRESPONDING REDUCED-QUALITY FRAMES.

159 — CONCATENATE THE STREAMS

160 — COMPUTE THE VIDEO TIME STAMP OFFSET V_{OFFSET}

END

Fig. 7

	I		B		B		P		B	
	VPU$_i$		VPU$_{i+1}$		VPU$_{i+2}$		VPU$_{i+3}$		VPU$_{i+4}$	
		APU$_j$	APU$_{j+1}$	APU$_{j+2}$	APU$_{j+3}$	APU$_{j+4}$	APU$_{j+5}$			

Fig. 8

	I		F		F		I		F	
	VPU$_i$		VPU$_i$		VPU$_i$		VPU$_{i+15}$		VPU$_{i+15}$	
		APU$_j$	APU$_{j+1}$	APU$_{j+2}$	APU$_{j+3}$	APU$_k$	APU$_{k+1}$			

```
                    TRICK MODE AUDIO ALIGNMENT

                                                        ⌐ 175
                                      BEGIN NEXT APU

        171
              END              NO
              OF APU ?

              YES

        172
              INTO             NO
              NEW VPU ?

              YES

        173                                        ⌐ 174
              I-FRAME    NO              INCREMENT
              ?                          APU POINTER

              YES

   176
   ADVANCE APU POINTER TO THE FIRST
   APU BEGINNING IN THE DURATION OF
   THE VPU OF THE I-FRAME IN THE
   ORIGINAL MPEG-2 STREAM
```

Fig. 9

```
                    ┌─────────────────────────┐
                    │   TRICK MODE STREAM     │
                    └─────────────────────────┘
                                │
      181 ┐                     ▼
  ┌──────────────────────────────┐         ┌────────────────────────────┐
  │ INPUT MPEG-2 TS FROM          │    183 ┐│                            │
  │ WHICH A TRICK MODE            │────────▶│ AUDIO ELEMENTARY STREAM    │
  │ CLIP WILL BE EXTRACTED        │         │ (AES ) EXTRACTED           │
  └──────────────────────────────┘         └────────────────────────────┘
      182 ┐        │                                      │
  ┌──────────────────────────────┐         187 ┐          ▼
  │ VIDEO ELEMENTARY STREAM       │    ┌──────────────────────────────────┐
  │ ( VES ) EXTRACTED             │    │ SELECTION AND CONCATENATION       │
  └──────────────────────────────┘    │ OF THE APPROPRIATE AUDIO ACCESS   │
      184 ┐        │                   │ UNITS (FROM THE ORIGINAL ASSET)   │
  ┌──────────────────────────────┐    │ BASED ON THE STRUCTURE OF THE     │
  │ I FRAME EXTRACTION AND        │    │ VES IN THE TRICK MODE CLIP AND    │
  │ VALID PES FORMATION           │    │ VALID PES ENCAPSULATION AROUND    │
  └──────────────────────────────┘    │ THESE AUDIO ACCESS UNITS          │
      185 ┐        │                   └──────────────────────────────────┘
  ┌──────────────────────────────┐                      │
  │ SNR SCALING OF THE            │                      │
  │ I-FRAMES-ONLY PES             │                      │
  └──────────────────────────────┘                      │
      186 ┐        │                                     │
  ┌──────────────────────────────┐                      │
  │ FREEZE P FRAME INSERTION      │                      │
  │ AND VALID PES FORMATION       │                      │
  └──────────────────────────────┘                      │
      188 ┐        │                                     │
  ┌──────────────────────────────┐                      │
  │ TS STREAM GENERATION BY       │                      │
  │ MULTIPLEXING THE ABOVE        │                      │
  │ VIDEO PES INTO A SYSTEM       │◀─────────────────────┘
  │ INFO (SI) AND AUDIO PES       │
  │ CARRYING TS SKELETON          │
  └──────────────────────────────┘
                 │
                 ▼
         ┌───────────────┐
         │     END       │
         └───────────────┘
```

Fig. 10

Fig. 11
(PRIOR ART)

QUANT. SCALE	DC COEF. DIFF.	(RUN, LEVEL) EVENT # 1	(RUN, LEVEL) EVENT # 2	(RUN, LEVEL) EVENT # 3	EOB	DC COEF. DIFF.	(RUN, LEVEL) EVENT # 1
201	202	203	204	205		200	

QUANT. SCALE	DC COEF. DIFF.	(RUN, LEVEL) EVENT # 1	EOB	DC COEF. DIFF.	(RUN, LEVEL) EVENT # 1
201'	202'	205'		210	

Fig. 12

MPEG SCALING

221 — FOR SPATIAL SUB SAMPLING ?

YES → 222 — REMOVE DCT COEFFICIENTS FOR SPATIAL FREQUENCIES IN EXCESS OF THE NYQUIST FREQUENCY FOR THE DOWNSAMPLED VIDEO

223 — MORE BANDWIDTH REDUCTION NEEDED ?

224 — LOW-PASS SCALING ?

YES → 225 — RETAIN UP TO A CERTAIN NUMBER OF LOWEST-ORDER AC DCT COEFFICIENTS FOR EACH BLOCK AND REMOVE ANY ADDITIONAL AC DCT COEFFICIENTS FOR EACH BLOCK

226 — LARGEST MAGNITUDE SCALING ?

YES → 227 — RETAIN UP TO A CERTAIN NUMBER OF LARGEST MAGNITUDE AC DCT COEFFICIENTS FOR EACH BLOCK AND REMOVE ANY ADDITIONAL AC DCT COEFFICIENTS FOR EACH BLOCK

228 — APPROXIMATE LARGEST MAGNITUDE SCALING ?

YES → 229 — RETAIN UP TO A CERTAIN NUMBER OF AC DCT COEFFICIENTS THAT DIFFER IN MAGNITUDE FROM UP TO THAT NUMBER OF LARGEST MAGNITUDE AC DCT COEFFICIENTS BY NO MORE THAN A CERTAIN LIMIT

RETURN

Fig. 13

FDSNR-LP

PARSE AND COPY THE DIFFERENTIAL
DC COEFFICIENT VLC. — 241

LET L=0 — 242

PARSE THE NEXT (RUN, LEVEL) EVENT VLC. — 243

244 — VLC = EOB MARKER ? — YES → COPY VLC — 245

NO

246 — LET R= RUN LENGTH OF ZEROES FOR
THE CURRENT (RUN, LEVEL) EVENT

247 — L+R+1>K ? — YES → COPY EOB MARKER — 248

NO

251 — LET L=L+R+1 ← NO — 250 — L+R+1=K ? — YES → COPY VLC — 253

COPY VLC — 252

254 — COPY EOB MARKER — 254

249 — PARSE UNTIL THE END OF THE NEXT EOB
MARKER IN THE INPUT BIT STREAM

Fig. 14

RETURN

Fig. 15

FDSNR-LM

PARSE AND COPY THE DIFFERENTIAL DC COEFFICIENT VLC — 261

PARSE AND DECODE ALL (RUN, LEVEL) EVENT VLC$_S$ UNTIL AND INCLUDING THE FIRST EOB MARKER — 262

TRANSFORM THE QUANTIZATION INDICES TO QUANTIZED COEFFICIENT VALUES — 263

SORT THE COEFFICIENTS IN DESCENDING ORDER OF THEIR MAGNITUDES — 264

KEEP THE FIRST K COEFFICIENTS OF THE SORTED LIST AND SET THE LAST 63-K COEFFICIENTS OF THE SORTED LIST TO ZERO — 265

APPLY (RUN, LEVEL) EVENT FORMATION AND ENTROPY ENCODING TO THE NEW SET OF COEFFICIENTS — 266

COPY THE RESULTING VLC$_S$ TO THE OUTPUT UNTIL AND INCLUDING THE EOB MARKER — 267

RETURN

Fig. 15

FIND K MAX VALUES OUT OF N VALUES

271 K <1/2N ?

YES

NO

272 K <<1/2N ?

NO

YES

273 SORT FIRST K AND THEN SCAN LAST N-K FOR ANY GREATER THAN THE MIN OF THE FIRST K, AND IF SO, REMOVE THE MIN OF THE FIRST K AND INSERT THE GREATER VALUE INTO THE SORTED K VALUES

274 PERFORM K BOTTOM-UP BUBBLE-SORT PASSES OVER THE N VALUES TO PUT K MAX VALUES ON TOP

275 K >>1/2N ?

YES

NO

276 SORT LAST N-K AND THEN SCAN FIRST K FOR ANY LESS THAN THE MAX OF THE LAST N-K, AND IF SO, REMOVE THE MAX OF THE LAST N-K AND INSERT THE LESSER VALUE INTO THE SORTED N-K VALUES

277 PERFORM N-K TOP-DOWN BUBBLE-SORT PASSES OVER THE N VALUES TO PUT N-K MIN VALUES ON THE BOTTOM

RETURN

Fig. 16

SORT K FROM N

$i \leftarrow O$ — 281

GET NEXT COEFFICIENT
FROM INPUT STREAM — 282

283
EOB
?

YES → RETURN

NO

287
SORT THE
LIST OF K
COEFFICIENTS
BY MAGNITUDE

284
$i < k$
?

NO

YES

PUT COEFFICIENT
INDEX AND MAGNITUDE
INTO SORT LIST — 285

$i \leftarrow i + 1$ — 286

288
COEFFICIENT
MAGNITUDE > MAGNITUDE
AT END OF LIST
?

YES

NO

D

GET NEXT COEFFICIENT
FROM INPUT STREAM — 289

NO

EOB
?
290

YES

RETURN

REMOVE ENTRY AT THE
END OF THE LIST — 291

BINARY SEARCH FOR RANK
POSITION OF CURRENT
COEFFICIENT — 292

INSERT CURRENT
COEFFICIENT INDEX AND
MAGNITUDE INTO THE LIST
AT THE RANK POSITION — 293

Fig. 17

APPROXIMATE
SORT K FROM N

311 — CLEAR HASH TABLE

316 — $i \leftarrow 2^M - 1$
$j \leftarrow K$

312 — GET NEXT
COEFFICIENT FROM
INPUT STREAM

317 — INDEX HASH
TABLE WITH i

320 — $i \leftarrow i - 1$

313 — EOB ? — YES

318 — ENTRY=0 ? — YES

319 — i=0 ? — NO

NO

NO

YES — RETURN

314 — STRIP HASH TABLE
INDEX FROM MSBs
OF COEFFICIENT
MAGNITUDE

321 — GET NEXT ENTRY FROM
HASH LIST AND PUT
COEFFICIENT IN THE
OUTPUT STREAM

315 — INSERT COEFFICIENT
INDEX ON HASH
LIST OF INDEXED
HASH TABLE ENTRY

$J \leftarrow J - 1$ —*322*

323 — J ≤ 0 ? — NO — *324* — END
OF LIST ? — YES

YES

NO

RETURN

Fig. 19

MODIFIED
FDSNR-LM

FIND UP TO k LARGEST MAGNITUDE NON-ZERO
AC DCT COEFFICIENTS (i.e., THE "QUALIFYING
COEFFICIENTS") FOR THE BLOCK — 331

BEGIN (RUN, LEVEL)
CODING OF THE QUALIFYING
COEFFICIENTS IN SCAN
ORDER, USING THE SECOND
CODING TABLE (TABLE 1) — 332

CONTINUE (RUN, LEVEL)
CODING OF THE QUALIFYING
COEFFICIENTS IN SCAN
ORDER USING THE SECOND
CODING TABLE — 337

333 — ESCAPE SEQUENCE ? YES → LEVEL > 40 ? NO
334
NO   YES

IF POSSIBLE, INCLUDE A NON-ZERO,
NON-QUALIFYING AC DCT COEFFICIENT
IN THE (RUN LEVEL) CODING TO
ELIMINATE THE ESCAPE SEQUENCE
— 335

336 — END OF BLOCK ? NO

YES

RETURN

Fig. 20

ATTEMPT ELIMINATION OF ESCAPE SEQUENCE

Fig. 21

341
IDENTIFY THE FIRST QUALIFYING COEFFICIENT AND THE SECOND QUALIFYING COEFFICIENT CAUSING THE ESCAPE SEQUENCE

342
LOOK FOR A NON-ZERO, NON-QUALIFYING AC DCT COEFFICIENT BETWEEN THE FIRST AND THE SECOND QUALIFYING COEFFICIENTS IN THE SCAN ORDER SEQUENCE

343
NONE FOUND ?
YES → RETURN UNSUCCESSFUL
NO

344
(RUN, LEVEL) CODE THE NON-ZERO NON-QUALIFYING COEFFICIENT

345
ESCAPE SEQUENCE ?
YES →
NO

346
(RUN, LEVEL) CODE THE SECOND QUALIFYING COEFFICIENT, USING THE NEW RUN LENGTH

347
ESCAPE SEQUENCE ?
YES →
NO

348
CONTINUE SEARCH ?
YES →
NO → RETURN SUCCESSFUL

349
SEARCH FOR ADDITIONAL NON-ZERO NON-QUALIFYING COEFFICIENTS THAT WILL ELIMINATE THE ESCAPE SEQUENCE

350
MORE FOUND ?
YES →
NO → RETURN SUCCESSFUL

351
SELECT THE NON-QUALIFYING COEFFICIENT GIVING THE SHORTEST OVERALL CODE LENGTH AND/OR THE LARGEST MAGNITUDE FOR THE BEST PSNR

RETURN SUCCESSFUL

MPEG SCALING

Fig. 22

k ← 9, QSF ← 2 ——361

362
PICTURE
HEADER
? —— NO ———→

→ I

384
END OF
CLIP
? —— YES ———→ RETURN

YES

363
INTRA -
VLC - FORMAT
= O
? —— NO ———→

NO

YES

364
READ IN TABLE O

365
READ IN TABLE 1

366
APPLY MODIFIED FDSNR-LM PROCEDURE, USING
ADJUSTED QUANTIZER SCALE INDEX IF LESS THAN
THE MAXIMUM POSSIBLE QUANTIZER SCALE INDEX

367
SLICE
HEADER
? —— NO ———→

YES

368
ESCAPE
FREQUENCY
> THI
? —— YES ———→

369
QSF ≤ 2
? —— YES ———→

370
QSF ← QSF x 2

NO

NO

F

G

H

Fig. 23

Fig. 24

SIZE ALLOCATED

390

| META-DATA | MAIN FILE | FAST FWD | FAST REV |
| 392 | 391 | 393 | 394 |

REAL FILE SIZE

Fig. 24

390

| INODE | MD DIRECTORY | META-DATA | TF HEAD | GOP INDEX | MAIN FILE | FAST FWD | FAST REV | TF GOP INDEX |
| 401 | 402 | 403 | 404 | 405 | 391 | 393 | 394 | 406 |

META-DATA
392

Fig. 25

GOP= IBBPBBPBBP

00:00:00
GOP- 1
00:00:10
GOP- 2
00:00:20
GOP- 3
00:01:00
GOP- 4
00:01:10
GOP- 5

MAIN
FILE

391

29:58:20
GOP-5397
29:59:00
GOP-5398
29:59:10
GOP-5399
29:59:20
GOP-5400

30 MINUTES

FAST
FORWARD
FILE

393

GOP= I

00:00:00
00:00:10
00:00:20
00:01:00
00:01:10
* * *
00:08:10
00:08:20
00:09:00
00:09:10
00:09:20
* * *
29:58:20
29:59:00
29:59:10
29:59:20

SEAMLESS
SPLICE

SEAMLESS
SPLICE

1

2

3

4

9

5

6

7

8

394

GOP= I

29:59:20
29:59:10
29:59:00
29:58:20
* * *
29:51:10
29:51:00
29:50:20
29:50:10
29:50:00
00:01:00
00:00:20
00:00:10
00:00:00

FAST
REVERSE
FILE

SEAMLESS
SPLICE

Fig. 26A

Fig. 26B

1- Play from start 1 sec
2- Pause
3- Fast Forward to 29 min
4- Pause
5- Play 1 sec
6- Pause
7- Fast Reverse to 1 sec
8- Pause
9- Play Normal

	READ	WRITE
COPY OF THE ASSET WITH ALL THE DATA	EMPEG2	EMPEG2
COPY ONLY THE MAIN ASSET	RAW	MPEG2
ARCHIVE	EMPEG2	EMPEG2
PLAY	MPEG2	
RECORD		MPEG2

Fig. 27

```
                      MpegFast
          ┌──────────────┼──────────────┐
  MpegFastForward   TrickFilesAccess   MpegFastReverse
      ┌────┴────┐        │                   │
RealTimeFastFwd  TrickFilesGenerate    RealTimeFastRev
```

Fig. 28

MPEG-2
AUDIO-VISUAL
TRANSPORT
STREAM

411

SELECTIVE ELIMINATION OF NON-ZERO
AC DCT COEFFICIENTS TO SLIGHTLY
REDUCE THE AVERAGE BIT RATE

414

REMOVE OR NOT
REMOVE ONE NON-
ZERO AC DCT
COEFFICIENT PER
8X8 BLOCK

NO.
BITS
REMOVED

$\int$

423

424

422

Σ

NO. BITS TO BE
REMOVED PER
COMPUTATION INTERVAL

-

+

BIT RATE
MONITOR

416

+

Σ

420

-

+

COMPUTATION OF DESIRED
BIT RATE CHANGE IN MPEG-2
AUDIO VISUAL TRANSPORT STREAM

421

DESIRED BIT
RATE FOR
MULTIPLEXED
MPEG-2
TRANSPORT
STREAM

418

BIT RATE OF
MULTIPLEXER OVERHEAD

419

+

BIT RATE
MONITOR

417

412

MPEG-2
CLOSED-CAPTIONING
TRANSPORT STREAM

TRANSPORT
STREAM
MULTIPLEXER

415

MULTIPLEXED
MPEG-2
TRANSPORT
STREAM

413

Fig. 29

```
                    ┌─────────────┐
                    │ FDSNR-LM(S) │
                    └──────┬──────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ PARSE AND COPY THE DIFFERENTIAL   │── 461
          │ DC COEFFICIENT VLC                │
          └────────────────┬─────────────────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ PARSE AND DECODE ALL ( RUN, LEVEL )│── 462
          │ EVENT VLCₛ UNTIL AND INCLUDING    │
          │ THE FIRST EOB MARKER              │
          └────────────────┬─────────────────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ SORT THE COEFFICIENTS IN DESCENDING│── 463
          │ ORDER OF THE  MAGNITUDES  OF THEIR │
          │ QUANTIZATION INDICES              │
          └────────────────┬─────────────────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ KEEP THE FIRST K COEFFICIENTS OF THE│── 464
          │ SORTED LIST AND SET THE LAST 63-K │
          │ COEFFICIENTS OF THE SORTED LIST TO ZERO│
          └────────────────┬─────────────────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ APPLY ( RUN, LEVEL ) EVENT FORMATION AND ENTROPY│── 465
          │ ENCODING TO THE NEW SET OF COEFFICIENTS│
          └────────────────┬─────────────────┘
                           │
                           ▼
          ┌──────────────────────────────────┐
          │ COPY THE RESULTING VLCₛ TO THE OUTPUT│── 466
          │ UNTIL AND INCLUDING THE EOB MARKER│
          └────────────────┬─────────────────┘
                           │
                           ▼
                    ┌─────────────┐
                    │   RETURN    │
                    └─────────────┘
```

FIG. 30

Comparison of LMCS and LMIS procedures for qsv=2, 4, 6, and 8
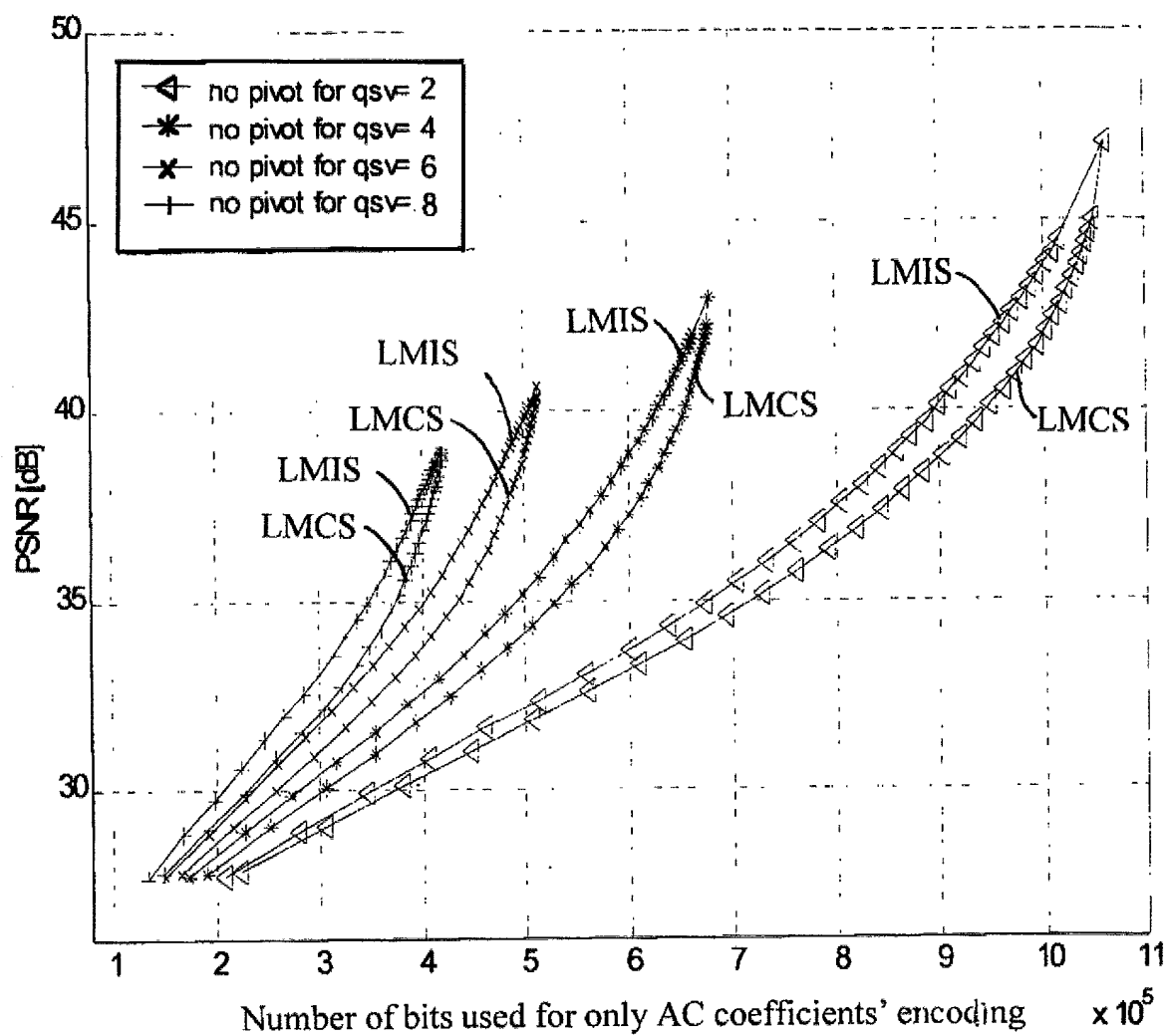
FIG. 31

Comparison of LMCS and LMIS procedures for qsv=12, 16, 20, and 24
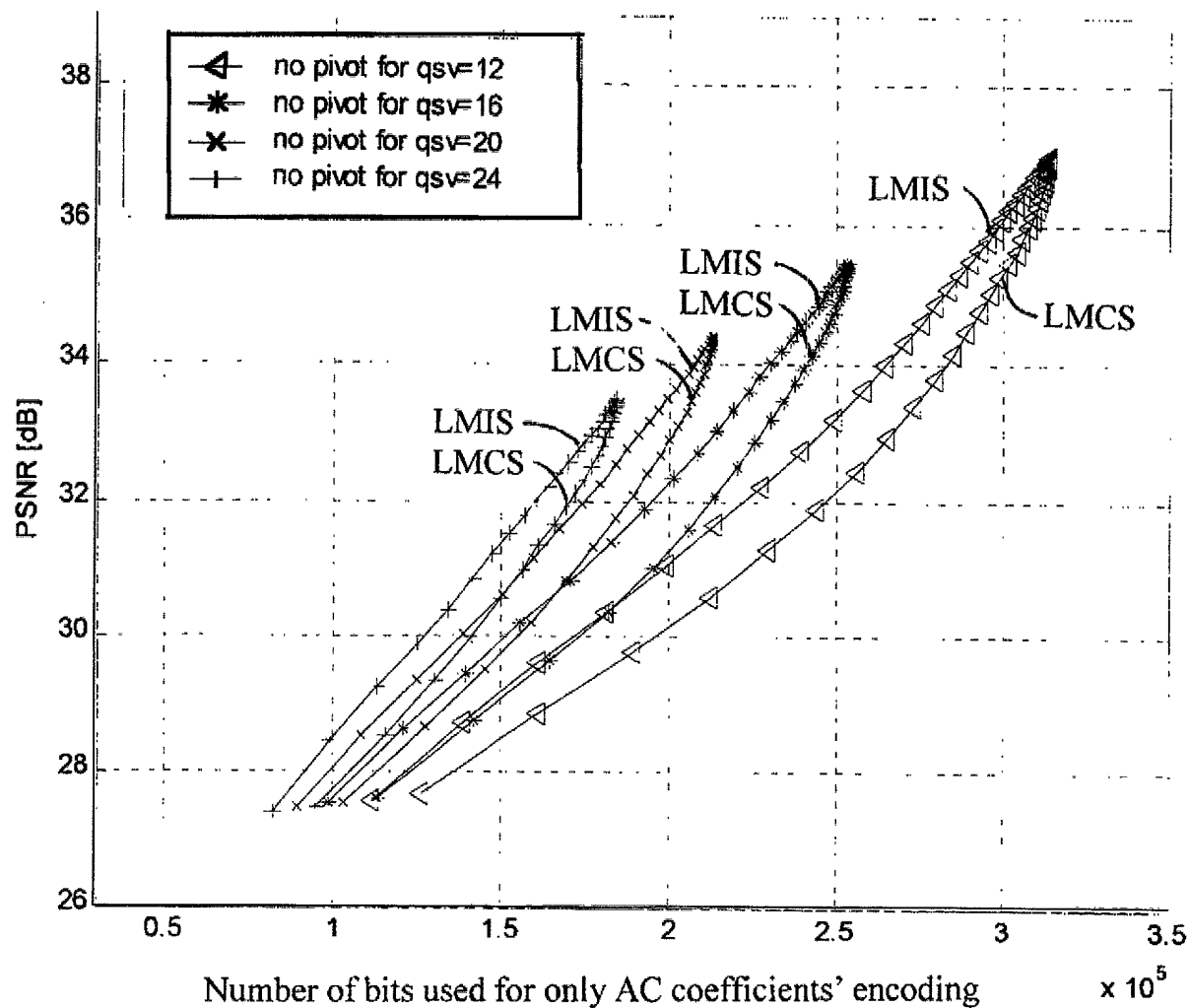
FIG. 32

REDUCTION OF THE NUMBER OF BITS FOR RUN-LENGTH ENCODING OF TRANSFORM COEFFICIENTS OF A BLOCK-CODED PICTURE

<u>PIVOT-1 TECHNIQUE</u>

SELECTIVELY RETAIN NON-QUALIFYING NON-ZERO AC COEFFICIENTS IN ORDER TO AVOID ESCAPE SEQUENCES

<u>PIVOT-2 TECHNIQUE</u>

REDUCE THE MAGNITUDE OF THE LEVEL OF THE RETAINED NON-QUALIFYING NON-ZERO AC COEFFICIENTS TO A VALUE OF ONE IN ORDER TO REDUCE THE NUMBER OF BITS FOR (RUN, LEVEL) ENCODING OF THE RETAINED NON-QUALIFYING NON-ZERO AC COEFFICIENTS

<u>PIVOT-3 TECHNIQUE</u>

AVOID ESCAPE SEQUENCES AND/OR REDUCE THE NUMBER OF BITS FOR (RUN, LEVEL) ENCODING BY SELECTIVELY INSERTING A NOISE COEFFICIENT OF LEVEL MAGNITUDE EQUAL TO ONE (I.E., A PIVOT POINT WHICH IS A COEFFICIENT NOT FOUND IN THE ENCODING OF THE ORIGINAL PICTURE) IN THE SCAN ORDER JUST BEFORE EACH QUALIFYING NON-ZERO AC COEFFICIENT

FIG. 33

The effect of pivot techniques on the escape sequence count generated by LMCS for qsv=4
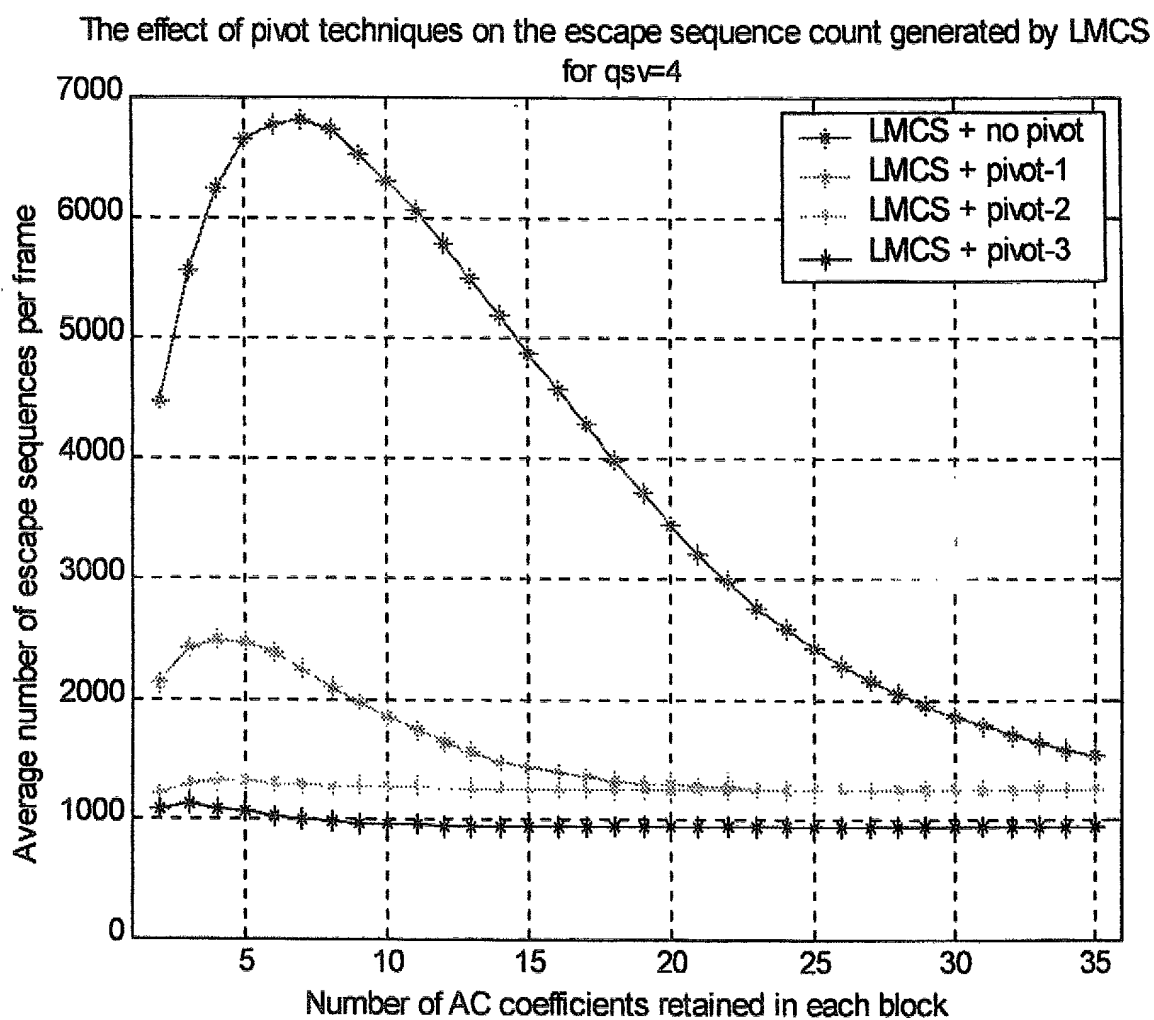
FIG. 34

The effect of pivot techniques on the escape sequence count generated by LMCS
for qsv=24

FIG. 35

481   482   483

→ • • • c_i^* • • • C_j C_k^* • • •   COEFFICIENT
SCAN ORDER

$\underbrace{\hspace{3cm}}$
R non-qualifying
coefficients

FIG. 36

MAGNITUDE OF LEVEL

40 41   2048

0 —   ┌─────────────────────────────────┐
1 =   │ NO   ESCAPE   (ZERO)   │
       ├──────────────┐   │
       │ PARTIAL   │   │
       │ PIVOT   │   │
       │ TABLE   │   │
32 —   │   │   │
33 —   └──────────────┘   │
RUN   │
       │   ESCAPE (ONE)   │
       │   │
63 —   └─────────────────────────────────┘
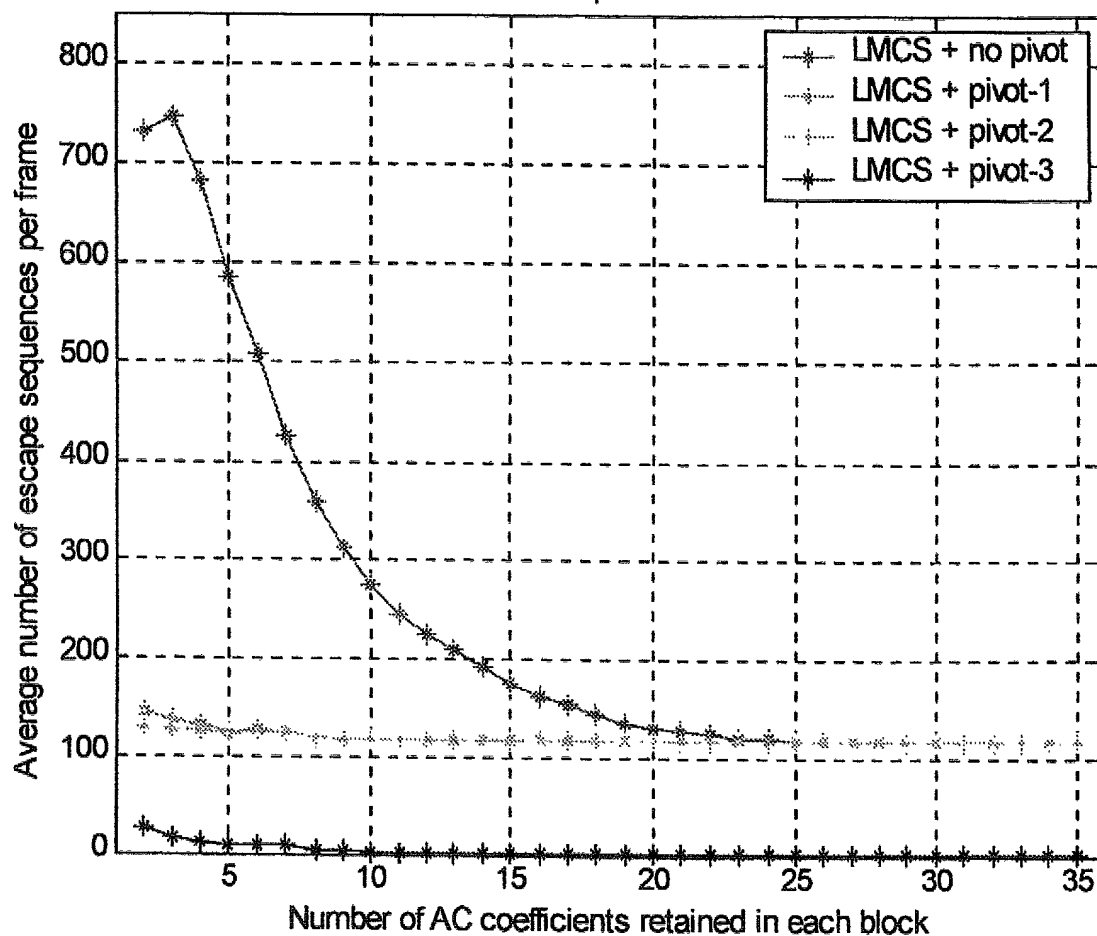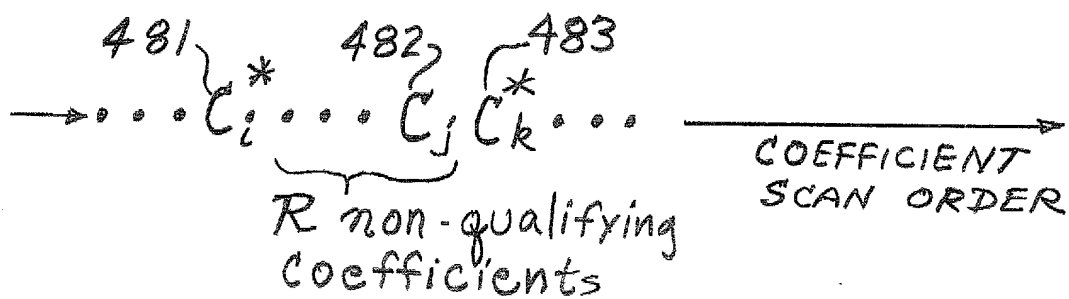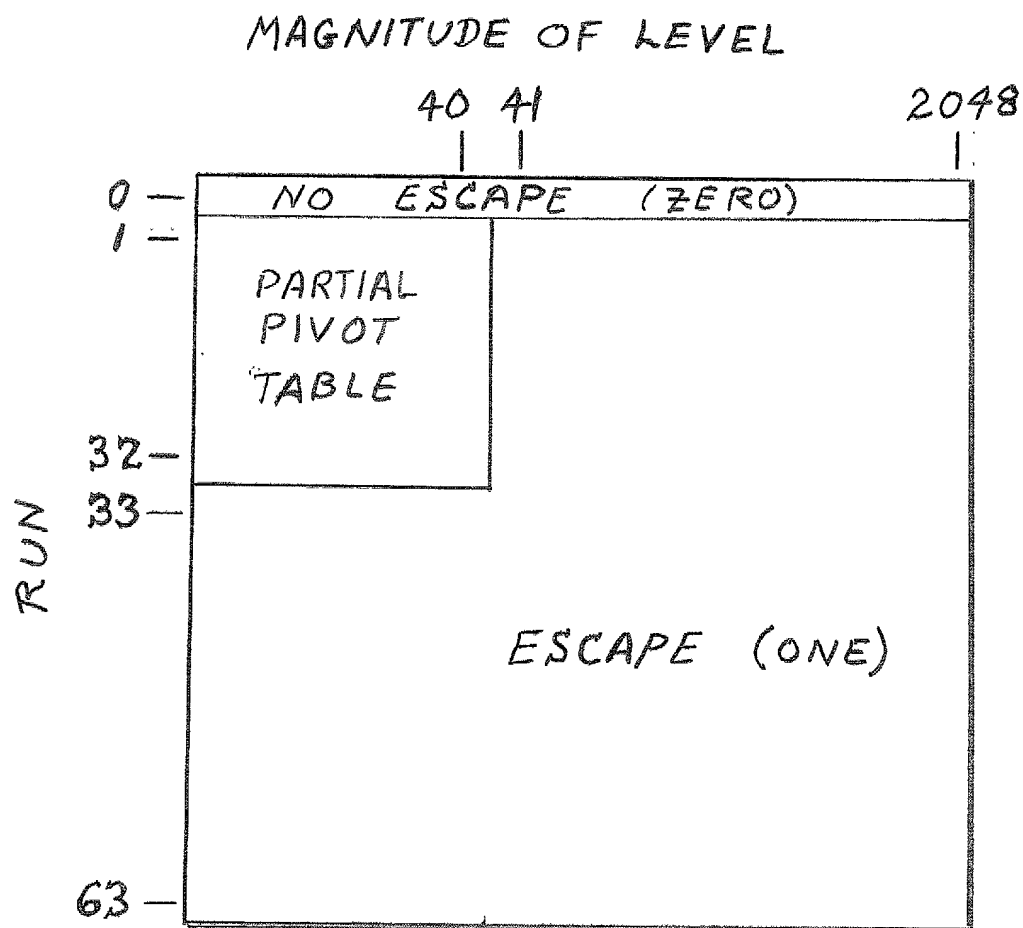
FIG. 37

INSERTION OF PIVOTS FOR
ENHANCING COMPRESSION EFFICIENCY

501

GET NEXT
BLOCK

502

END OF
STREAM
?

END

YES

L

NO

503

GET NEXT INDEX
TO BE CODED

504

END OF
BLOCK
?

YES

NO

505

DETERMINE THE NEXT
(RUN, LEVEL) PAIR (M, N)

506

LOOKUP THE PIVOT TABLE

507

YES

INSERT
A PIVOT
?

NO

J

K

FIG. 38

FIG. 39

FIG. 40

```
┌─────────────────┐   TRANSFORM        ┌────────────────────────┐
│ ORIGINAL        │   COEFFICIENTS     │ INSERT NOISE           │
│ BLOCK-CODED     │──────────────────> │ (PIVOT POINTS) TO      │
│ PICTURE         │                    │ REDUCE THE NUMBER      │
│                 │                    │ OF BITS IN THE         │
└─────────────────┘                    │ (RUN, LEVEL) CODING    │
                                       └────────────────────────┘
                                                   ╲
                                                    ╲
                          ┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
                            TRANSMISSION OR
                          │ STORAGE OF               │
                            (RUN, LEVEL) CODED
                          │ TRANSFORM COEFFICIENTS   │
                          └ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
                         ╱
                        ╱
┌─────────────────┐                    ┌────────────────────────┐
│ PARTIAL REMOVAL │   TRANSFORM        │ RECONSTRUCTED          │
│ OF NOISE (PIVOT │   COEFFICIENTS     │ BLOCK-CODED            │
│ POINTS) BY REMOVAL ───────────────>  │ PICTURE                │
│ OF PIVOT POINTS NOT│                 │                        │
│ LIKELY TO OCCUR IN │                 └────────────────────────┘
│ THE ORIGINAL BLOCK-│
│ CODED PICTURE   │
└─────────────────┘
```

FIG. 41

ENCODE/TRANSCODE
WITH PIVOT INSERTION

551

WILL
DECODER ATTEMPT
REMOVAL OF
PIVOTS
?

NO

YES

552

INSERT PIVOTS HAVING
A LEVEL OF +1 OR -1,
SELECTED AT RANDOM

END

553

INSERT PIVOTS ALL
HAVING A LEVEL
OF +1

END

FIG. 42

DECODE WITH ATTEMPTED
PIVOT REMOVAL

561

GET NEXT
(RUN, LEVEL)
PAIR

562

END OF
BLOCK
?

YES → END

NO

563

IS
COEFFICIENT
POSSIBLY A
PIVOT
?

NO →

565

ACCEPT
COEFFICIENT

YES

564

IS
COEFFICIENT
LIKELY A
PIVOT
?

NO →

YES

566

REJECT
COEFFICIENT

FIG. 43

FIG. 44

FIG. 45